**SAE - Who's Lying - Studio Application**

Below is the assessment rubric for this part of the project.

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| --- | --- | --- | --- | --- | --- | --- | --- |
|  | Highlighted areas below need further development | Studio work goes well beyond expectations in conveying understanding | Studio work shows an complete understanding of the concepts | Studio work shows a nearly complete understanding of the concepts | Studio work shows an emerging understanding of the concepts | Studio work shows very little understanding of the concepts | Studio work not present or completely misses the mark |
| **Develop Craft** | Your artwork shows a developed skill with the media used and shows attention to detail and care and skill in construction | 20 | 19 | 17 | 15 | 13 | 11 |
| **Envision** | You developed your initial ideas into a finished artwork and you found a unique and personal visual solution that avoided obvious clichés | 20 | 19 | 17 | 15 | 13 | 11 |
| **Express** | You considered and integrated all aspects of your composition so that your artwork **communicates** your “big ideas” **effectively** | 20 | 19 | 17 | 15 | 13 | 11 |
| **Stretch and Explore** | You planned and experimented with multiple solutions in order to explore **creative possibilities** before deciding on your course of action. | 20 | 19 | 17 | 15 | 13 | 11 |
| **Engage and Persist** | You showed persistence in **achieving quality** results and refined work based on your own observations and feedback from others | 20 | 19 | 17 | 15 | 13 | 11 |

**Essential Questions**

How is investigating the Point-of View critical to understanding an artwork?

**Objective** - To use the style of Social Realism to make an artwork about relevant real-world issue.

**Media** - any 2D media that you wish

**Studio Preparation**

* Brainstorm some issues that you feel passionate about, or that you would like to do more about.
* develop at least 3 of those ideas (or 3 alternative possibilities for 1 idea)
* make some compositional sketches (at least 5 variations)
* do some media experiments if you are using a new media

**Studio Production**

* Make your final artwork.